TEMPLE OF ROM

CAT. NO.
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TANDY®

Temple of Rom

Radio Shack®
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Introduction

You are an archeologist for the Galactic Council of Free Worlds sent on a mission to discover the mysteries of the Temple of Rom, located on the desert planet Roloc. You are searching for artifacts of a prehistoric society that vanished over two million years ago, leaving legends of great wealth and magical arts. A legendary curse claiming to protect the sacred temples and the valuable historic artifacts that they contain has also survived.

Your mission, should you decide to accept, is to recover the treasures from the Temple of Rom. The charter for your mission states that your purpose is "to enrich the present by expanding our knowledge of the experiences and achievements of this past civilization." A noble task indeed, but the risks are enormous.

Yours is the third mission of its kind. We lost contact with the last two missions after they landed on the surface of Roloc. Since that time, modern technology has advanced our study of the temple's interior. Electronic scans reveal a maze-like structure with signs of activity. A scroll is enclosed to further assist you. Good luck!

System Requirements

To use this program, you need:

- Tandy Color Computer with at least 16K RAM
- A Standard Television (color recommended)
- At least one Joystick (two is optional)

Loading Instructions

1. Before inserting or removing a Program Pak™ ROM cartridge, make sure your computer is off. Failure to do so could result in damage to the Program Pak.

2. Connect the Color Computer to the television set, and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.

3. Plug the joysticks into the joystick ports on the back of the computer. If you are going to use only one joystick, plug it into the LEFT joystick jack.

4. Insert the Temple of Rom Program Pak, label side up, into the slot on the right side of the computer. Press firmly until it engages securely, but do not force it.

5. Turn on the television, and tune it to Channel 3 or 4 (whichever is least active in your area).

6. Turn on the Color Computer. The animated title screen appears.

Starting Play

If the maze walls are red, press the reset button until they are blue. You may play alone or challenge another player. Two joysticks are required for two players.

To play alone, move the joystick left, then press the fire button twice to start the game. For two players, move left joystick to the right, and press the fire button twice. The first player begins.

Scroll

The object is to obtain as much treasure as possible. Move the joystick to explore the rooms and corridors in search of treasure.

Transfer Portal

Touching a transfer portal moves you to another part of the maze. Use of a transfer portal temporarily disables all portals throughout the temple. The portals are re-enabled when the white dot reappears.

To defend yourself against the patrolling bats, spiders, and fireballs, move the joystick to zero in on the target, and press the fire button to shoot. Shoot them before they bite or engulf you with flames. If you meet with tragedy, the game continues with your next attempt or with the next player's turn. You die after three unsuccessful attempts.

Touch the treasures to obtain them and their point value. Treasures shatter when hit by laser fire (for zero points). Certain objects give you special abilities for a period of time. For example, obtaining the crystal ball renders you invisible to all foes. (Your visibility returns when you stop flashing.) The golden crown increases the potency of your laser fire.

Scoring

	Patrolling Bat	1000 points
	Fireball	1000
	Poisonous Spider	1000
	Golden Cup	500
	Jade Cross	100
	Diamond Ring	200
	Crystal Goblet	1000
	Silver Pitcher	3000
	Crystal Ball	1500
	Golden Crown	5000

Press the reset button if you need to start the game over. To quit playing, turn off the computer and the television, and then remove the Program Pak from the computer slot.

Hint: If the spider kills you, you are returned to the original maze. If the bat kills you, you remain in the maze position you occupied when you were killed.

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